ENGLAND SQUASH
REFEREEING AND RULES HAND-OUT

TIMES
10 minutes allowed after match starting time or liable to disqualification

5 minutes to warm up with opponent (Half Time at mid point)

90 seconds interval after warm-up, between all games and for defective equipment (referee’s agreement must be obtained before changing equipment.)

15 seconds warning call before end of all intervals (players’ responsibility to hear)

Players late for call of ‘Time’ liable to penalty

If ball is found to be broken after a service which is not taken (returned), let may be played on previous rally at referee’s discretion if it is believed ball may have been broken before the service. If the service is returned/taken and the ball found to be broken, only the rally in progress can be replayed.

Bleeding, Illness, Disability and Injury (Rule 16)

BLEEDING
No bleeding, blood, open wounds or blood stained clothing on court, however caused. Time as necessary and within tournament schedule to be allowed.

RECURRANCE OF BLEEDING
No further recovery time, except current game may be conceded to give 90 seconds (only one game may be conceded). If covering falls off wound or is removed this is considered as recurrence (unless completely dry).

ILLNESS or DISABILITY
If no bleeding involved, players have choice of (a) resuming play immediately or (b) conceding game in progress to take 90 second interval (can only be done once) or (c) conceding match. This includes tiredness, cramps, injuries not evident to referee, nausea, breathlessness including asthma, pre-existing ailments including injuries from earlier in match.

INJURY
Referee to be sure injury is real. Referee to decide (and tell players and audience) whether injury is:

a) self-inflicted - 3 minutes recovery time permitted (which may be extended by conceding current game and taking 90 seconds, this can only be done once)
   – includes injury caused by player standing too close.
b) contributed - 1 hour permitted (longer if permitted by tournament schedule) resume match at same score,

c) opponent-inflicted - apply appropriate Conduct penalty BUT if injured player cannot play on immediately then award match to injured player.

**SERVICE**

The ball must:-
Be hit correctly with server standing with at least part of one foot touching the floor inside, and not touching the lines of the service box at the moment of racket contact with the ball.
Hit the front wall before it touches any other part of the court.
Hit the front wall between the Service Line and the Out (Front Wall) Line.
Bounce, if not volleyed, in the opposite back quarter of the court.

**HIT WITH THE BALL**

Basic Concept: players should refrain from hitting opponents with the ball and, on stopping and asking for a let, should get the same decision as if they had gone through with the stroke.

1. Hitting Opponent

   If ball would have gone *directly* to front wall and & have been good
   **STROKE**

   unless physically or mentally *TURNED* or *SECOND ATTEMPT* **YES LET**

   (except (a) if player actually hits opponent with ball after turning, penalty *stroke* against striker and (b) if player deliberately prevents striker from playing the ball after turning, *stroke* to striker)

   If ball hits player while going towards another wall (would have been good) **YES LET**

   Unless a clear winning shot has been prevented **STROKE**

2. Hitting Self

   If player hits self with ball **STROKE**

   Except if opponent contributes to player hitting self **YES LET**

   If player plays and misses (and could not have played at a second attempt) and ball goes on to hit opponent (original striker) then **STROKE** to original striker

**INTERFERENCE**

Striker should have:-
Fair view (after ball has struck the front wall)
Freedom of access to the ball
Freedom to swing racket normally
Freedom to play shot of choice direct to the front wall

*Note* Swing *must be safe and not excessive*
Referee’s Line of Thinking in Making a Decision on Rule 12 – Interference.

**QUESTION**

Did interference occur?
(minimal interference is now to be seen as no interference)

YES NO  ?

Could obstructed player have reached the ball and made a good return.
Was that player making every effort to do so?

YES NO  ?

Did obstructed player move past the point of interference and play on, or create the interference in moving to the ball?

NO YES  ?

Did the (outgoing) opponent make every effort to avoid interference?

YES NO  ?

Did the interference prevent the (incoming) player’s reasonable swing?

NO YES  ?

Could the obstructed player have made a winning return (including the situation where the obstructed player could have hit the opponent with the ball going directly to the front wall without turning or second attempt)?

NO YES  ?

YES LET

**DECISION**

Ball Breaks  New ball warmed up by both players
Receiver Not Ready  Makes no attempt to hit ball
Ball Hits Object On Court  Players may leave nothing on court
Ball Goes Out On First Bounce
Reasonable Fear Of Hitting Opponent
Distraction Off Court
Referee Undecided

LET ALLOWED
APPEALS FOR LET

- Must appeal to referee – LET PLEASE or APPEAL PLEASE
- Obstruction or distraction – appeal immediately
- Marker’s call or lack of call – appeal at end of rally
- Wrong call – rally stopped immediately; result of stopped rally must be FAIR (i.e. if winner by either player prevented)

Conduct on Court (Rule 17)

Referee may impose:
- Conduct Warning
- Conduct Stroke
- Conduct Game
- Conduct Match as felt appropriate

Referee awards a Conduct Stroke AGAINST offending player rather then TO opponent as in the case of interference (though score is added to opponent). Any level of penalty (dependant on severity of offence) can be imposed without prior warning but level of penalty for same or similar subsequent offences may NOT be reduced.

Duties of Players (New Rule 15)

- Play within Rules and Spirit of the Game
- No belongings on court
- Not to leave court without permission
- No change to marker or referee
- No deliberate distraction

How to appeal

Role and Duties of the Marker

DUTIES
- Calls and records score (pre match – check microphone)

REQUIREMENTS
- Good eyesight, clear voice, prompt and correct calls
- Method for recording score
- Sound knowledge of the rules

CALLS – MATCH INTRODUCTION (scoring system if appropriate), event, sponsor, round, server, receiver, best of five games, love all.
- FOOTFAULT - foot-fault on service
- FAULT - all other service faults (beware that ‘down’ and ‘not-up’ are NOT called fault)
- OUT - all lines are out, wall above the line, ceiling, through any fitting e.g. over beam or lights suspended at both ends.
- DOWN - ball hits tin, board or floor
- NOT UP - double bounce; also all other incorrect returns
- HAND OUT - when server loses rally; then repeat score with new server’s score first
- GAME BALL - when next rally would win game; called each time it applies
- MATCH BALL - when next rally would win match; called each time it applies
- SET ONE - at 8-all the receiver chooses; game ends at 9-8; called only once
- SET TWO - at 8-all the receiver chooses; game ends at 10-8 or 10-9; called only once
- STOP - all to stop play when necessary and referee has not done so

REPEAT referee’s decisions: YES LET, NO LET, STROKE TO...

ORDER of CALLS Referee’s decisions followed by score followed by conditions applying to score
- i.e. - YES LET, 8-2, GAME BALL
- 8 ALL, SET TWO or 8 ALL, SET ONE, GAME (or MATCH) BALL
(Unnecessary to repeat SET ONE or TWO after initial call)
if PARS - 8 (or usually 14) ALL, GAME/MATCH BALL (PARS allows SET ONE or SET THREE at 14 ALL)

Note The marker must allow play to continue unless s/he is certain a serve or return is not good

Role and Duties of the Referee

FUNCTION
Check players’ clothing, conditions of court, ball, microphone etc
Check position of officials for best view
Timekeeper (and calls the times)
Issue match ball only when both players are on court, ensure warm-up is fair
Ensure each rally reaches a fair conclusion
*Answer appeals giving short explanations only where necessary
Check marker’s calls – and keep your own score in full with times
*give decision to the players, NOT as a mumble to the marker

REQUIREMENTS
Good eyesight, clear voice, correct and consistent calls with authority
Watch with second hand, spare ball, spare pen
Sound knowledge of rules; good judgement of space, speed and time
Knowledge of the ‘Referee’s Code of Conduct’

CALLS
Dangerous play
STOP
When marker’s call is wrong or absent
If object is dropped on court
(Should allow play to continue unless certain but note a doubtful shot and expect player(s) to appeal at end of rally)
HALF-TIME
Midpoint of the warm-up (2.5 minutes)
TIME
At end of warm-up or interval between games
15 SECONDS Warns players to return to court
YES LET
In response to players’ appeals for lets
NO LET
When disallowing appeals for lets
STROKE TO... To advise that a player is being awarded a stroke
LET
To advise that a rally is to be replayed when the wording ‘YES LET’ inappropriate
CONDUCT...
Warning, Stroke, Game, or Match as appropriate to advise a player of an offence under Rule 17, Conduct on Court

BALL POINTS!
Players can appeal about condition of ball
Ball to remain on court between games but may be struck by either player
Players should be satisfied with ball before leaving court between games
Ball should be returned to referee and checked at end of match

DROPPED OBJECT
If a player is responsible for dropping anything on court (without involvement of opponent) other than a racket, a stroke should be awarded as a penalty. The ball is not hit correctly if the racket is not in the striker’s hand.

Training Record Form  - see page 26
REQUIREMENTS – ‘PROVISIONAL’ Award – attend lecture (approved), pass exam., County approval.
‘COUNTY’ Grade – as PROVISIONAL plus 3 assessments (minimum from 2 referees one of whom must be Tournament grade) plus membership of England Squash.

Candidates must have signatures recorded on this form covering every stage of qualification. Time span between lecture and final approval should not exceed 12 months.
A | B | A | B | A | B | A | B
---|----|---|----|---|----|---|----
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**KEY:**
- **R** Service from right box
- **L** Service from left box
- **S** Stroke awarded
- **X** Let played
- **NL** No Let
- **A / B** Players names
- **1** Set one
- **2** Set two

Note: While a single X denotes a let in the above examples, it is possible that in some matches there will be several lets on a single point. These should be recorded and often appear as clusters for the purpose of the press.